

EPIC HIGH FANTASY

Shandar

GUIDEBOOK



OLARA

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FORWARD

The kickstarter backers and J&L community are all part of the Shaintar experience. Our thanks to everyone who created communities, cities, bloodlines, countries or have centered your games in these places. You'll find several mentions of familiar locations, including Stahlheim. We want to thank you all for your help collaborating within this world. We've tried to bring you a sense of these places and their history in general along with who's important - you never know who you'll run in to.

THE KINGDOM OF OLARA

OF WARRIORS, POETS, AND KINGS

"...During the War of Flame, a company of Reinhart soldiers were cut off and nearly surrounded at the northern border. For days they defended against repeated assaults by Kal-A-Nar forces until only a handful remained. The Warlord approached the Olanan lines as his army massed for a final assault and insulted the Olanans, 'Your armies have abandoned you, and your brothers are dead. Nothing that you do here will be remembered; your sacrifice is pointless! Why do you still fight?!'

A lowly corporal, the highest ranked man still alive, raised his voice and said, 'We fight because we are all who can. We fight because it is our duty. We fight because we are Olanans.'..."

-Excerpt from the inauguration address by the Commandant of the Helt Academy, 3122

FACTS IN BRIEF

Capital: Olara

Population: Nearly 175,000 humans and dwarves, primarily in the lands south of the Forges

Government: Hereditary monarchy advised by a Military Council

Languages: Olanan, Dwarvish, and Galean

Beliefs: Historically, all the Ascended are honored but the Church of Light has gained popularity, especially among career military.



THE HISTORY OF OLARA

STAND AT THE FORGES

1748 - Olara came into being during a battle known as "Stand at the Forges." On the run from Kal-A-Nar forces, Banrick Olar, Great Chieftain of the Stone Bear tribe, made camp just east of the Forges in what came to be Bearheart. On that fateful day, Banrick stood with his back to the Forges and vowed, "I will run no more. This is where I'll stand and spill Kal blood until my arm no longer swings, and my heart no longer beats."

The Stone Bear tribe managed a military miracle that day by holding back a vastly superior force long enough for the southern tribes to flock to his banner. Even that alliance of men seemed doomed until a force of Elven rangers arrived the following morning. Late that afternoon, after hours of bloody

battle, the Dwarves of the Forges came forth from their mountain and smashed the Kal-A-Nar flanks, shattering their lines.

The brotherhood forged in that battle became the foundation of the Kingdom of Olara. It cemented the relationship between the men of Olara and the dwarves of the mountain. Both societies live as equals, each benefiting from the strengths of the other. Nowhere else in the world is there such a kinship between men and dwarves.

A NATION AT WAR

Despite the victory over the Kal-A-Nar forces in 1748, Olara was still a fledging nation surrounded on all sides by fractious and warring groups. Over hundreds of years, the Olaran armies secured the borders and fortified their cities against attack from their neighbors.

THE DRAGON WAR

2216 - The Dragon Cult rose in Dregordia and performed rituals to create portals to the Realm of Dragons and unleashing these terrifying beasts to wreak havoc and destruction everywhere. Simultaneously, the Seven Great Cauldrons opened for the second time in history, unleashing armies of Childer from Norcan Darr to raze and pillage. As hordes of Flame spawn poured into Olara from the north and west, dragons descended from the skies, leaving destruction in their wake.

Olara joined with the southern lands, armies from the Kal-A-Nar Empire, and the Kingdom of Shaya'Nor to unite against a common foe. Olara's warriors played a key role by defending the great ritual, which sealed the Cauldrons, and cast the dragons back, thus ending the Dragon War. In the greatest challenge since the founding, Olara proved itself a kingdom of warriors without equal.

MALAKAR DOMINION FOUNDED

2412 - Opposed to the peace plans of Vol Al'Daya, Warlords and bandit princes united to form the Malakar Dominion on Olara's western border. In response, the city of Rhion fortified, and began construction of the mighty River Wall.

KINGDOM OF GALEA FOUNDED

2438 - During the Battle of the Orcshields, as Vol Al'Daya found himself facing defeat from Malakar, goblins, and Kal-A-Nar mercenaries, the Olaran armies turned the tide of battle and paved the way for Galea. As Olara's alliance with Galea secured the kingdoms' eastern border and offered the hope of peace in the southern lands, Olara was forced to turn its attention to Camon in the north where the Church of Archanon was growing in power and influence.

KINGDOM OF CAMON FOUNDED

2805 - Just twenty-eight years after the founding of Galea, some of its noble houses joined the banner of Erik Camon to form the Kingdom of Camon. Instead of being a new ally to Olara, the influence of the Church of Archanon soured relations between the two nations. As Camon converted to the worship of Archanon, Camonere forces were testing Olara's northern border. To combat this threat, key locations such as Thuls, Bearheart, and Stag were reinforced and given larger forces to go along with the defenders provided by the dwarven Clanhomes.

GRAYSON'S GREY RANGERS

3001 - As raids and skirmishes with Camon increased along the northern border, Olara found an ally to help defend them against Camon, the Malakar Dominion, and other darker forces in the Wildlands. The smaller city states, baronies, and kingdoms in the south, pooled their resources in to create Grayson's Grey Rangers, an organization dedicated to patrolling throughout the Wildlands. Though Olara had no part in the creation of the Rangers, the kingdom certainly embraced the increased protection along its southern border.

THE BETRAYAL WAR

3021 - Olara was once again plunged into war when Halivan Allard and most of the delegates to the Open Hand Peace Conference from all over the Southern Kingdoms were massacred in the city of Rhion, sparking what became The Betrayal War. It was later discovered that forces of Flame, led by Supreme Paladin Sir Glain Nollan, the Avatar of Kolvos, demon son of Ceynara and Uldor, and Darkness, led by the Cardinal of Judgment, Mandris Toman, the Avatar of Vainar, had formed an unholy

alliance. This war was fought on a scale unseen since the Dragon War, and this became the third time in history that the Seven Great Cauldrons were opened. Worse, it was revealed that Olaran dissidents had participated in the massacre, casting a stain on the honor of House Steiner and Olara in general.

Perhaps due to this involvement, Olaran forces were denied the traditional place of honor at the center of the line during the final battle at Og m'Drakar that saw the defeat of the forces of Flame and Darkness and the rise of Archanon. For a people so dedicated to honor and duty, their failure was unforgivable. In true Olaran fashion, the King declared that no such lapse would ever happen again.

THE WAR OF FLAME

3121 - Exactly a hundred years after the Betrayal War, the Cauldrons burst open again, spewing demons and childer across the lands. No place was safe from their depredation. Faced with a mass invasion, Olara mobilizes for war. Fighting is fiercest north of the Forges near Anvil, Forgehome, and Bearheart. House Steiner, still smarting from the failure a century earlier, fought bitterly to the end, refusing to give ground. Just when all seemed lost for Olara and the Southern Kingdoms, the Gray Rangers arrived, joining in the defense and throwing back the offensive.

Their flanks finally secure, the Olaran armies pushed back the Kal-A-Nar armies, and the War of Flame ground to a standoff. The skill and sacrifice of the Rangers earns them the respect of Olaran soldiers returning home from the front lines. This camaraderie will have long lasting effects. There is little rest for the armies of Olara, however.

Left weakened and weary by years of war against the Kal Empire, Olara is unprepared for a new conflict in the north east. While the Empire's initial invasion threatened to destroy the southern kingdoms, the Prelacy of Camon quietly assembled forces in preparation for its own brutal offensive.

GODSTRIKE TEMPEST AND THE RANGER CHARTER

Before the Prelacy can launch its attack, a new enemy appeared to threaten everyone. It began with the destruction of White Bay by a magical tidal wave. Tempest portals opened across the land, unleashing

terrifying storm creatures that create devastation wherever they go. The Southern Kingdoms seemed unable to counter the Tempest threat. For more on the Tempest, you can find the book here ([insert link to product](#))

Due to the Ranger's heroism during the War of Flame and faced with increasing threats to all, the Southern Kingdoms' Council of Rulers voted on the 15th of Golden Eagle 3123 to expand the Ranger Charter to include Olara, with the allied Southern Kingdoms. This decision allows Ranger units to reinforce local forces battling the Tempest. Despite their combined efforts, the storms increased in fury and intensity until heroes from across the kingdoms located portals that allow them to leave Shaintar and face the Tempest forces in their own realm.

On what became Jubilation Day (Red Wolf 16th), the greatest of these heroes achieved a decisive victory over the Tempest, undoing all the natural damage resulting from the Tempest storms. Crops, fields, and forests were magically restored. Yet, damaged buildings, bridges, and cities stayed ruined, and lives were lost.

CRIMSON CRUSADE INVASION

Olara's council hoped that the Tempest's devastation and the new Ranger alliance had quenched the Prelacy's thirst for war. Yet only months later, the Prelacy armies struck with force. Enhanced by Arcfire weapons and devices provided by Builders, the Camonere armies swarmed the defenses north of the forges, overwhelming those positions. Thousands fled before the onslaught, seeking refuge in the strongholds of Anvil and Forgehome. A second force from Camon drove past the outer defenses and laid siege to the ancient stronghold of Bearheart.

Enemy forces occupied all Olaran lands north of the Forges, and the Prelacy army marched south from the city of Furalor. Their goal is to sack the city of Thuls, the center of Olara's northeast defenses. By late summer 3123, Thuls is under siege by Arcfire golems and enhanced siege engines.

In desperation, King Banrick XIV called upon the Rangers to aid Olara once again. Rangers from Olara and the Wildlands assembled and undertook dozens of "irregular" missions to harass the Prelacy forces and lift the siege of Thuls. Through a series of brilliantly executed engagements, the combined

strength of Ranger and Olaran forces defeated the Prelacy in the field and lift the siege of Thuls. For more detail, see the Justice and Life report here: <http://shaintar.com/?q=node/1865>

THE BLOOD LORD AND THE ECHER'NAUGHT ACCORDS

As the fighting in the north stalled, a new menace calling himself the Blood Lord assembled an army in the northern Wildlands. Initially a small, regional threat, his army soon grew large enough to attack Olara. Rangers joined forces with Eckhart knights and gobliness from the Stone Tower Gather at a tiny keep on the southern border. There, this small force held the line, buying time for the Olarans to raise their army once again.

On White River 3rd, 3123, ambassadors from the independent nations of Stahlheim and Eon'Voltuh gathered at the local Ranger Headquarters for the Echer'Naught Accords and signed the Expanded Ranger Charter. Together with Olaran forces, the combined armies march south, lifted the siege of Eckhart Keep, and assaulted the Blood Lord's citadel in the Wildlands. Although the Blood Lord himself escapes, his army is decimated along with the threat to Olara.

CRIMSON CRUSADE COUNTERSTROKE

3123 - During the long autumn and winter months, Olara and its new allies from the kingdoms of Stahlheim and Eon'Voltuh, the elves of the Crystal Forest, and Rangers gather at a new supply depot and field hospital known as Camp Wolfhaven south of Thuls. There, in a cold winter bivouac, Colonel Alexander Wolfhaven, Regional Ranger commander and general of the armies, proposed a plan to invade the Prelacy of Camon and end the Crimson Crusade (see <http://shaintar.com/?q=node/2028>).

The allies agree and form into three armies. The first, commanded by the Prince of Eon'Voltuh executed a lightning raid against the bridgeheads at Aladel, blocking Prelacy forces on the far side of the Howling River. The second, commanded by Lt. Hawksclaw of Echer'Naught, marched on Bearheart, taking control of the mountain pass. The final and largest army, commanded by Colonel Wolfhaven had the objective of taking Furalor.

3124 - As the first thaw of spring turned roads to mush, the allied forces reached the Prelacy lines just north of Thuls. The men of Thuls, thirsting for battle, burst from their fortifications and fell upon the Camonere as they lay in their bedrolls. Olara and her allies drove deeper into Prelacy territory. After days of battle, the city of Furalor was in sight. Pairing the House Unger siege engines with dwarven wrights from Stahlheim, the army quickly batters down Furalor's curtain wall and storms the city.

Rather than risk losing more territory, the Church of Archanon sued for peace. After weeks of debate, a treaty known as Crimson Crusade Armistice is signed. This armistice marks the first official accord between the Prelacy and any of the southern kingdoms.

Furalor is returned to the Prelacy of Camon, and all forces are withdrawn to their original borders. Many on both sides dislike the terms, but neither side can afford further bloodshed. Astoundingly, in three short years Olara has defeated two major invasions and has survived the greatest natural disasters ever recorded.

BURNING HATRED AND SECOND WAR OF FLAME

3124 - The Crimson Crusade was over and Olara's Legions disbanded with war weary troops finally returning home. Olara is totally unprepared for a sudden invasion by Kal-A-Nar forces from the southeast. Before reinforcements can be shifted south, the Kal troops use a massive magic ritual to bypass Rhion's mighty wall to unleash hordes of Childer and Demons into the heartland of Olara.

By summer, Sun's Crossing is destroyed with the Ranger defenders slaughtered. Soon after, Kore is besieged, and the Olaran capital threatened. With few forces to challenge them, the Kal army strikes south ultimately sacking the city of Echer'Naught. Only the last minute arrival of reinforcements saves the city from total destruction.

Wildlands Rangers, elves, troops from Harken, and heroes fresh from the northern front lines, converged on the Empire's army. Allied forces are ultimately victorious, and the Kal army is shattered, but the price is steep. Many are dead, and Echer'Naught's once impenetrable wall lies in ruins.

VAINAR RETURNS

3124 - The defeat of the Kal-A-Nar Empire's forces at Echer'Naught marked the end of a hundred years of nearly constant war for the kingdom of Olara. To citizens and soldiers alike, it came as a blessed relief. Cities and towns are being rebuilt, and the dead are mourned as the people of Olara begin to resume their lives.

Fears remain as the Rangers relentlessly searched the land, hunting the Blood Lord's agents. Worse, rumors reach Olara of dark forces in the far north. As 3124 comes to a close, a handful of heroes leave Olara, on a secret mission deep into Shaya'Nor, to determine the source of the shadow spreading across the land. What they discovered will shake Shaintar to its core.

On Dark Moons 33rd, when all three moons were in eclipse, Vainar the Fallen, Ascended of Darkness, rose from his torpor to enter Shivok Novos, the Gray Lands. Simultaneously, Vainar's agents create distractions everywhere, unearthing ancient tombs and gathering powerful artifacts for their master.

Shaya'Nor's armies are far to the north and, for once, Olara is not on the front lines. For more information go to: <http://shaintar.com/?q=node/2028>

NEAR CURRENT EVENTS

3125. Darkness is rising in the North. All the people of Olara can do is set about the grim task of rebuilding, resupplying, and prepare for the next call to arms...

GEOGRAPHY

Olara is a wide and beautiful country, rich in land and resources. The north is dominated by the snow-capped peaks of the Forges, a mountain range rich in minerals, populated by the Dwarves. To the south and east are vast, open grasslands, perfect for grazing large herds of cattle, oxen, and sheep or for cultivating farmlands to feed the army. Throughout the kingdom are mighty, fortified cities sitting on rivers and elsewhere, protected by massive stone walls. The river cities are teeming with busy riverside docks and bustling marketplaces.

OLARA'S SIX REGIONS



CITIES

OLARA

Regent: King Banrick XIV and Queen Elba Olar



HOUSE OLAR

Nestled at the foot of the Forges and flanked by sheer stone cliffs on three sides, the capital city is the political and military heart of the nation. Olara is the largest city in both size and population. From the throne, the king commands the most powerful military force in the southern lands.

The capital is strategically located in the center of the country and well out of easy reach of enemy attack. To the north, east, and west, the Forges provide a natural fortification of stone and ice. Were an enemy foolish enough to attempt the brutal northern passages through the Forges, that force would find its way blocked by the defense of the Clanhomes.

Olara is a marvel of engineering. The city is surrounded by concentric rings of increasingly larger gray stone walls, expertly constructed by engineers working with dwarven stoneshapers over the course of centuries. Even the city streets are part of the defense, designed to confuse and block the enemy while providing Olaran defenders key redoubts from which to attack invaders.

Rising above it all is the King's Tower: so tall it has a view of the entire city from its apex. The king and his military council have the ideal vantage point from which to direct the defense of the city should it be needed.

Olara's capital is more than a stronghold. It's also filled with merchants, craftsmen, and people from all walks of life. Dwarven smiths mix with elves from nearby Landra'Feya, and merchants sell wares from across the lands in city streets that bustle with activity.

Olaran Lore: The Throne

On the day when all the tribes gathered to anoint Olara's first king, the dwarven King of the Forges summoned his most gifted Singers of steel and stone. Before the eyes of the assembled crowd, the dwarves lifted their voices. Their song was of hope for their two peoples and strength for the founding of a new kingdom. As the voices rose high, echoing through chamber, a rumbling began low and rose, shaking the very earth. The song continued and a throne rose from the living rock, a perfect balance of metal and stone.

The High Seat rests upon statues of six kneeling warriors sung of the hardest steel, representing the six great chiefs who swore fealty. Atop these statues the seat flows into a high back of mirror bright granite, engraved with dwarven runes and ancient Olaran script surrounding a rampant bear, high enough to be seen above the king's head. The final blessing of the Stonesong are wards protecting it from weathering or destruction. It's said the words sung were heard by all, "Stone is the heart of the mountain, and kings are the heart of a kingdom. So long as a King sits upon this stone, neither mountain nor kingdom shall fall."

BEARHEART

Governor: Duke Manfred Koll



HOUSE KOLL

The citadel of Bearheart stands where King Olar made his famous last stand and won his people a kingdom. It is Olara's first keep and holds a special place in the hearts of all Olarans. Bearheart's Great Hall was built on the site where the chieftains of the allied tribes bent knee to Banrick Olar, proclaiming him first king of Olara.

Even so, Bearheart's location has more to do with strategy than sentiment. From the ramparts of the city walls, Koll defenders control the pass between the Forges and the Southern Range. They stand constant vigil against invasion by the Prelacy of Camon. Along with Thuls and Stagg, Bearheart forms the northeast defensive line, one of the most heavily patrolled borders in all of Olara.

HARKEN

Governor: Duchess Valenia Harken



HOUSE HARKEN

Harken sprawls on the southern border. Ever since Grayson's Grey Rangers assumed protection of the Wildlands and stabilized the warring factions there, Harken's military importance has decreased. Peace brings prosperity and House Harken has capitalized on new opportunities by expanding farming and grazing holdings, owing in large part to the expertise of House Manfred. With increased trade with Echer'Naught and Kator, Harken is now one of Olara's most rapidly growing cities.

The city is also unique. Harken boasts some of the finest stables in the southern lands. While Olarans are not known for horsemanship, the Hammerfall Riders of Harken are arguably one of the greatest mounted units in the land. From their base in Harken, the Riders patrol the length of Olara's southern border from Echer'Naught to Hale.

RHION

Governor: Duke Erik Steiner

Rhion is both a thriving port town, with ships coming from up and down the Shanais River, and a grim Olaran fortress, a lone sentinel on the western border. Though Malakar may lack the military might of the Kal-A-Nar Empire, Red Store smugglers, Maelstrom bandits, and Dominion agents test its defenses, seeking to exploit any weakness.

Rhion is one of only two large ports in Olara, making it a vital part of the trade network. Rhion's massive docks stretch for nearly a mile along the east bank of the river, accommodating a staggering amount of trade. With Malakar in sight of the city walls, the Steiner House constructed the River Wall, running the length of the docks.

The city is also home to the greatest libraries in Olara. Carefully tended to by bards and loremasters of House Mueller, Rhion is a cultural and learning center for the entire kingdom.

STAGG

Governor: Duke Oleph Unger

As home to Olara's finest defensive engineers, the fortress of Stagg is a work of art, second only to the capital in size and magnificence. Sitting on Olara's extreme eastern border where three kingdoms meet, Stagg is also Olara's only other port city and a key defensive position against potential Prelacy hostilities. Yet, unlike Rhion, the Unger's of Stagg must defend against potential attack from both Prelacy armies sweeping down from the north and against possible naval incursions from the Howling River.

To protect the ports and safeguard trade, House Unger entered into an agreement with the River Trade Coalition (BLR: Mercenary Companies, pg. 3). Stagg provides fortified docking facilities, materials, and funds, while the Coalition marines supplement the city defenses along the river bank, utilizing their unique skills to secure the river front. This arrangement has ensured the safety and prosperity of Stagg's commerce for many years.

CLANHOMES

FORGEHOME

Regent: King Garog Stonecrown

By the time the various tribes of humans first settled the lands around the Forges, the dwarven kingdoms were already ancient. Forgehome is the largest and grandest clanhome. Legend says that when the first Duke of Unger stepped into the hall under the mountain, he broke down and wept at the beauty of it.

In addition to being the seat of power for all dwarves, Forgehome is also home to the greatest Lore Wardens in all of Olara. Their Great Collection stores the memories of the dwarves dating back to a time before the Age of Darkness.

ANVIL

High Chieftain: Brek Fellhammer

Anvil is the smaller of the two clanhomes but no less ancient than Forgehome. The dwarves of Anvil are known far and wide for their city's namesake: smithing. Craftsmen travel from across the kingdom to work and study alongside the masters of Anvil's smithies.

The workshops of Anvil are a wonder of engineering, a blend of ancient techniques, advanced steam driven devices, and dwarven magic. It is said that the engineers and bladesmiths of Houses Albrecht and Unger first mastered their skills in the halls of Anvil. To feed the voracious appetite of the forges, the dwarves of Anvil have driven shafts deep into the mountain, mining ore and coal.

IMPORTANT TOWNS

ECHER'NAUGHT

Governor: Lord Alexander Wolfhaven

Noble House: Harken

What began as humble lone watchtower standing at Olara's southwest corner at the intersection of the kingdoms of Olara and Landra'Feya, and the Wildlands, Echer'Naught has grown into a thriving community. In terms of both population and trade, Echer'Naught is the second most prosperous community in Harken lands, lagging only behind the city of Harken itself.

After former Lord Mayor Heinrich Von Haber was revealed to be an agent of Red Store, city governance was transferred to the Ranger Corps, marking a new period of growth for the city.

HALE

Governor: Lady Rebecca Warren

Noble House: Unger

Hale is the gateway to Galea and an important trade town. Under the able management of House Unger, Hale's famed markets burst with artisans, craftsmen, merchants, and scholars. While Hale might not be the biggest trade town, it certainly is one of the most diverse, vibrant, and artistic.

KORE

Governor: Lord Jerrin Mueller

Noble House: Olar

While it's small, the town of Kore holds one of the most important military locations in all of Olara. Called the Sentry of Olara, Kore was constructed just 50 miles south of the capital city along King's Highway as a center of commerce and a military guard post. From Kore, there is only one road to the capital, making the town an ideal place to monitor travelers and caravans wending their way to the capital city. It is a common military axiom that to take Olara, you must first take Kore, and to take Kore, you must first take Olara.

TARNN

Governor: Lady Frieda Jager

Noble House: Olar

Tarnn may owe allegiance to House Olar, but the city's prosperity is due primarily to the Jager's impressive, if unorthodox, management style. Ideally situated nearly equidistant from every major city and town in eastern Olara, Tarnn controls much of the trade in the region. Tarnn's backstreets are also home to Olara's most thriving shadow market, unsurprising for a town run by Jager.

THULS

Governor: Lord Vernon Prell

Noble House: Koll

Thuls is a military fortification, supply base, and way station constructed between Bearheart and Stag to provide better defense against the Prelacy. The people and culture of the town reflect the nature of their situation, sitting as they do right on the border with Camon. Like the Koll to whom the city owes allegiance, the citizens of Thuls revel in life knowing that any moment might be their last.

OTHER KEY LOCATIONS

CAMP WOLFHAVEN

Camp Wolfhaven is constructed where Schweinskopf, a village destroyed by Prelacy scouts at the close of summer 3123, once stood. The site was chosen because it's nearly equidistant from Tarnn, Thuls, Stagg, and Hale. Originally conceived as a staging area and field hospital during the Crimson Crusade, Camp Wolfhaven has grown into medical complex complete with two permanent infirmary wards, a large hospital building, and a growing community of healers, priests, herbalists, and alchemists.

SUN'S CROSSING

Founded during the summer of 3123, Sun's Crossing began as a refugee camp for those displaced during the Tempest. Established as a temporary encampment by the Rangers, the camp quickly grew into a thriving community. Located South of Rhion and east of Kore, the village was destroyed a year later during the Kal Empire's surprise attack a year later. The site now lies in ruins, said to be haunted by those who perished in the flames.

SOCIETY

"Eat, drink, and be merry, for tomorrow may be our last."

Anyone familiar with Olara has heard of the "Olaran Way." It's the entrenched cultural norms and ancient traditions that have defined Olaran culture from its earliest beginnings. Olarans can best be described as a combination of sardonic wit, dour practicality, pessimistic fatalism, unflappable courage, quiet determination, and bawdy revelry. They understand that war and death are inevitable, yet they remain determined to ensure the best possible life for their families and kingdom regardless of personal sacrifice. To serve is the ultimate ambition of all Olarans. To die in that service is a price worth paying.

Olara is unique, a society created by two cultures: human and dwarvish. Yet both peoples intertwine in history, society, and warrior fellowship. Many other races live within Olara's borders: elves, goblinish have small gathers scattered about, even a few brinchie tribes have come to Olara's Great Plains.

Yet those who cannot adopt the "Olaran Way" of life soon learn that they are outsiders, treated with a distant respect, but never considered truly Olaran. To understand Olara, one must become Olaran.

ARCHITECTURE

Olaran architecture is built to last. Most homes and structures are constructed from stone or brick. From the smallest town to the mightiest city, Olaran communities are always built for defense and are, with few exceptions, protected by walls. Even private homes are constructed to withstand assault. A familiar sight to anyone traveling through the countryside is the crenelated tops of the mills, which serve as both mill and watchtower for the community.

In the manors of the nobility, iron worked furniture and fixtures are popular, as are stone benches and tables. In larger cities, wrought iron fences are a common sight, as is ironwork topping stone or brick walls. Citizens typically have a few pieces of wood furniture. However, most such homes are sparsely furnished. Lord or laborer, Olarans favor function over form. Artisans and craftsmen display their skills not in elaborate details and extravagant designs but rather in exceptional craftsmanship and technique.

NAMES

Olara names are an amalgamation of Germanic and Norse influences. As such, they reflect the same heritage. Good source material can be found in ancient epics such as the Nibelungenlied and Beowulf.

Male: Kern Helt, Gunther Olar, Sebastian Beck, Aevard Thatain, Mulner, Arjen Breck, Lars, Warrick, Rendar Kolle, Johan Marck, Krag Sorensen

Female: Helga, Anya, Erika, Heide, Dierdre, Helena Gildenholt

PHYSICAL APPEARANCE

Both men and women tend to be large and powerful. Years of physical training for everyone means that Olarans are usually muscular and fit. The farmers are more tanned and weathered than the city dwellers. Note: Olaran knights tend to be very pale from spending so much of their lives in armor.

Hair color ranges from straw blonde to black; precious few have red hair. Men typically wear

their hair shoulder length and loose, and beards are popular. Those living closer to the Forges tend to have longer, fuller beards. Those living in the south prefer a closer, neater trim. Women wear their hair long and often in braids to keep it out of the way while working or fighting.

In physical appearance, the dwarves of Olara differ little from other dwarves, though many say that there is something distinctly Olaran about them. Olaran dwarves also tend to adopt less elaborate hairstyles, foregoing the braids and beads of other dwarves for a simpler style more akin to their human neighbors. Nevertheless, they take much pride in and care of their beards, a trait the human men of Olara have adopted.

CLOTHING

Olaran apparel is functional and durable, designed to endure the harsh, physical lifestyle of the Olarans. Colors tend toward earth tones. House Sworn and Nobility bear the colors of their House or Order.

Men and women generally wear plain tunics and simple trousers. Women sometimes prefer straight cut dresses of the same material, though often with knitted tights underneath in deference to the northern chill. In cooler climates north of the Forges, furs and leather outerwear are common. Boots and shoes are of high quality and made of leather, and lined with fur.

As most everyone serves in the military, the carrying of arms is common. Olarans distrust an unarmed person.

FOOD

Olaran diet has best been described as “hearty.” Much of Olara contains endless fields of wheat, barley, oats, and corn, so bread is plentiful. Those same fields also offer vast grazing land for livestock, cattle, oxen, and goats for meat, milk, cheese, and leather, and sheep for mutton and wool. Sausage, which varies from village to village, is a particular Olaran delicacy.



Feeding armies on the march is a constant struggle especially during wartime. They have mastered techniques for the preservation of food, such as pickling vegetables and hard baking crackers. While perhaps unappetizing, these foods nevertheless travel well.

Olarans do have a sweet tooth, however. In fact, House Volstagg makes the finest pastries in the Southern Kingdoms and produces some of the best chefs in all Olara. Major Houses and Orders alike go to great lengths to secure the skills of a Volstagg cook.

DRINK

Beer and ale are a mainstay of Olanan life and are deeply embedded in the culture of the kingdom. Olara is rightfully known for its brewmasters. The quality of one's ale has an impact on the reputation of one's House, along with its military record and service to the kingdom. Houses are expected to provide a daily ration of beer or ale as part of compensation for active militia units.

SOCIAL CUSTOMS

Olarans are a people of perplexing dichotomies. On the one hand, they are known as dour, implacable warriors. This is unsurprising considering the nation was born of war, and has been at war nearly the entirety of a long history. And yet, Olarans are a people who love life, family, and celebration.

When people live knowing that each day might be the last, they learn to value every moment with those they love. This makes the Olanan people family-oriented, though the term family has a much different meaning for an Olanan. Family is more than those who share blood. Family includes every member of a house, military order, or community.

Family also includes anyone fortunate enough to earn an Olanan's trust, an honor not easily achieved. Centuries of incursions by enemy spies and saboteurs have given ample cause for Olarans to be suspicious of those unknown. Surreptitious behavior is likely to earn an outsider inhospitable treatment.

Those few outsiders welcomed into an Olanan community will find a people of fierce, violent passion and incredible warmth and brotherhood. Friends can expect to be welcomed into an Olanan's

home, well fed, and plied with drink. Those staying the night should also expect to help with the chores or whatever work needs to be done.

GRANDE MELEE

Combat is a way of life in Olara and is much celebrated, not just on the field of battle but during festivals and feasts, as well. Houses often compete in martial displays in an effort to prove the superiority of their fighting techniques. On special feast days, Olanan lords host Grande Melees.

Harkening back to the time when the houses were independent tribes that warred with one another, the Grande Melee pits units of noble houses or military orders against one another in simulated battles. If a warrior is defeated on the field, he is "captured" by the victor who defeated him and must be ransomed by his house or order. Among smaller houses, this debt might be settled with a round of drinks or a suit of armor. However, on the rare occasions when a major house participates, large sums are at stake.

Grande Melees, draw huge crowds from the surrounding area and are considered something of a national amusement. Betting is strongly discouraged. Olarans fight for honor and to prove their worth.

MARTIAL PARADES

No events are more celebrated than muster and homecoming parades. Entire communities gather to bid farewell to their warriors as they march off, often adorning them with garlands. Upon a unit's return, feasts are thrown in their honor, and Last Calls are given for those who did not make it home. It is traditional to tell tales of valorous deeds while families and bards listen with rapt attention.

TRIAL OF ARMS

As strongly as Olarans love family and country, they loathe anyone who would slight their house, family, or name. Visitors to Olara learn quickly to watch their tongues or face Olanan wrath. Among the Blood of the noble houses, such disputes are often settled by Trial of Arms.

If sufficiently offended, a knight may demand satisfaction of the offending party. Once challenged, the offender may concede defeat and admit his error,

losing respect. Or, more likely, he may accept the challenge. Olarans are not keen on waiting when matters of honor are at stake.

Such duels happen quickly, often on the spot of the challenge or in the nearest available open space. Fortunately, Olarans understand that dying at the hands of a fellow Olanar robs the king of a fighting man or woman, so most duels are to first blood. The victor is considered in the right, and afterwards, both parties typically return to their drinks as if the insult never occurred.

RIBALD HOUSES

Another unique fixture of Olanar life are Ribald Houses. Here warriors are able to escape the pressures of duty and responsibility, and relax and carouse without stigma. These establishments cater with music, gentle company, and theatrics for their patrons. They are not, however, houses of ill-repute, and anyone foolish enough to mistreat the entertainers will be roughly evicted.

ART AND CULTURE

Due to their reputation as warriors, the uninitiated assume that Olara lacks art and music, but this is far from true. Olarans value any skill, whether in arms or art. True craftsmen are afforded great respect among the people, regardless of their art.

The most highly prized arts are those in metal and stone. Olanar steel is the finest available and a trade commodity. In particular, blades from the Albrecht smithies of Tarnn are prized. While most often associated with arms and armor, Olanar craftsmen also forge fine furniture, cutlery, farming implements, and many household fixtures. Olanar cut stone, particularly from the north, is famed, as well. Olanar cities contain magnificent statuary carved with exquisite skill, usually depicting legendary warriors or great lords.

BARDIC TRADITION

Valued, second to steel and stone, are the sonorous voices of Olara's bards. Most trace Olanar bardic tradition back to initial interactions with the dwarves. While this is partly true, many ancient Olanar tribes had oral history traditions long before the founding.

What cannot be disputed is that the loremasters of Forgehome had a profound influence on the development of Olanar bards. Today, every noble house and military order employs a bard. These men and women keep the tradition and history of Olara alive with their songs and sagas. In particular, the Mueller of Rhion are regarded as the finest Olanar Bards. Every year in spring, Mueller House hosts a competition in which bards from across the kingdom compete for the opportunity to serve in the king's court.

BELIEFS

Historically, the Ascended are held in great reverence throughout Olara, especially Dranak. However, in more recent times the Church of Light has gained ground especially among the nobility and the military. Every major city has a Church of Light, and the Great Cathedral of Light in the capital city is an architectural marvel. Military orders routinely employ Priests of Light to serve as battlefield healers.

Currently, Archbishop Daniel Kellen, a Galean, oversees the faith from his offices in the capital. Under his authority are eight bishops are posted in key municipalities: Alric Stanbury in Bearheart, Kern Mulner in Harken, Lady Minverva Avanon in Rhion, Koran Oberson in Stagg, the Aevakar Demiron Vallandrian in Echer'Naught, Frelander Jordan Harris in Hale, Lars Olrick in Kore, Brenden Milner in Tarnn, and Calon Beck in Thuls.

Many outside of Olara mistakenly believe that Olarans privately worship their ancestors. This is due to the habit of Olanar warriors visiting their family burial vaults before marching to war, a practice left over from the ancient tribes.

POLITICS

Crown, House, and Order. These are the three allegiances of all Olarans. As a feudal society, the nobility has the most power.

Within Olara there are three classes of people: the Blood, the Sworn, and the Citizen.

Anyone with blood ties to a noble house is considered a member of the Blood. The king, dukes, lords, and knights all comprise the Blood. The nobility holds the land, and they serve as officers in the military.

The Sworn of a House are those people who work directly for the nobility. These people are officials, stewards, protectors, and servants of the Blood, often serving as non-commissioned officers within the military. Marriage between members of the Blood and the Sworn is exceedingly rare.

Everyone else is considered a Citizen of Olara. Citizens do not vote but can own businesses, marry freely, and lease property from their lord. Unlike the Sworn who owe fealty to a particular house, citizens are free to move about the kingdom. Their allegiance is to the land in which they were registered in as of the last census.

Olarans value strong leadership, and weak leaders find themselves the subject of ridicule. Occasionally, a particularly corrupt noble or official will find themselves naked and abandoned in the woods, painted with words of caution. Those who fail to heed such warnings sometimes, quietly disappear.

CRIME AND PUNISHMENT

Olarans are law abiding citizens, having great respect for authority. With few exceptions, what organized crime exists is often the result of external forces, such as Malakar or Red Store, and is found in larger cities. Though a certain amount of petty theft is to be expected when visiting these places, Olanar communities are surprisingly free of crime.

The burden of tracking and punishing crimes falls to the Wardens. Each Warden, usually of the Sworn, is selected by provincial leaders to enforce laws in their area. Within their jurisdiction a Warden has the power of search, seizure, and arrest even among the nobility. Only military commanders during war are not subject to a Warden's authority. A King's Warden has jurisdiction throughout Olara with the power to arrest even members of the royal family.

Trials are more like military tribunals. The accused is judged by a committee of authority, generally officers, local lords, or city officials who hear evidence before passing sentence. Due to the Olanar inborn sense of fair play, they generally enjoy an equitable system of law that balances the needs of the noble houses with that of the citizens. All Olarans are allowed an advocate to speak on their behalf, be it a family member, fellow warrior, or lord.

A sentence of execution is rare and used only for severe offenses such as treason, dereliction of duty, or truly "heinous acts." Restitution is preferred for lesser crimes such as property damage or petty theft. Crimes of a more serious nature result in incarceration for a period determined by the court. Those in prison can expect to repay society through labor, either maintaining infrastructure or building fortifications. Rarely do Olarans attempt escape.

Those facing a lifetime of imprisonment can, in some cases, seek the Right of Exile. Seeking exile means accepting guilt for the crime committed. If their petition is approved, the criminal is banished from the kingdom upon pain of death. While seemingly harsh, the Olarans see this option as preferable to a lifetime of shame at home. These expatriates account for the large number of Olanar mercenaries serving in far-flung lands.

ECONOMY

Olara's three primary trade goods are mined ores, metalcraft, and precious gems, though trade varies by region. The lush farmlands in the south and east, for example, produce sufficient quantities annually to feed the people and still provide a fair agricultural bounty. Olara's most notable exports are arms and armor whose quality makes them highly prized throughout the Southern Kingdoms.

BIRTH

The birth of a child is one of the most celebrated events in a families. First born hold special significance in Olanar culture, as the eldest children generally inherit the property of the parents.

In noble and military families, when a child is born, the parents commission the forging of a weapon, typically a sword or axe depending on the house. This blade is most often mounted on the wall of the infant's room. As the child grows, this is the weapon that is used to train him in combat. Even among citizens, it is considered good fortune to display a weapon, if only a knife, in the nursery.

TRAINING

Education begins at the age of eight. For young nobles this might include private tutors or schools. Citizens typically begin working in the family business, taking on small tasks and learning about responsibility and duty. At the age of fourteen, every citizen is required to serve in the militia and must own serviceable arms.

Fourteen is a special time for Olarans as they take their first steps into adulthood. Citizens and Sworn usually begin a formal apprenticeship with a master in their field. Among the nobility, this is the age people choose to serve a Noble House or Military Order. This is called the “Time of Choosing.”

Apprenticeships last for seven years, after which formal education is ended. Craftsmen are allowed leave to continue study under other masters or set up their own shops. Squires who prove their mettle in and survive battle are knighted and join their House or new Order as a knight.

MARRIAGE

Olaran weddings tend to be rowdy affairs with eating, drinking, and dancing. One tradition borrowed from the Dwarves is the exchange of rings. After the ceremony, both families throw a great feast and formally present the newly wedded to the community.

Among the Blood, marriages are often arranged. Olarans understand that a happy home breeds better warriors, so parents do consider the desires of their children. However, children are expected to do their duty to the family even in marriage. Among the citizenry, arranged marriages are less common but not unheard of.

Olaran society is traditionally patriarchal. Once married, the woman is expected to live with the husband’s family and adopt his surname. It is expected for the groom’s family to provide a “Bride Price” to the bride’s family on the wedding day, though many offer this money to the new couple as a means to start their new lives.



DIVORCE

Divorce is rare in Olaran society. Marriage is considered a duty, and failure is considered a dishonor. However, either the husband or wife may petition for divorce if he or she feels there is just cause to separate.

For the nobility, it is the decision of the couple's lord whether a divorce is allowed, as such a separation can have a great impact on the stability of his lands. Citizens must plead their case before the town elders who may approve the petition. In either case, the family of the couple is expected to assist in reconciliation.

DEATH

The ancient kingdoms which predate the founding of Olara often constructed barrows and tombs for their lords and kings. Olara is still dotted with these lonely sites, many remaining long after the people who built them disappeared. Modern Olarans cremate their fallen, as that eliminates the chance for necromantic enemies to take advantage of a fallen warrior's skills.

One of Olara's most well-known traditions is the Last Call. The night before the funeral, friends and family gather usually in an alehouse to drink all night long, taking turns swapping tales of the deceased. After each memory is shared, the teller places coins in a cup filled with ale, each time spilling a bit of ale known as the Dead Man's Draught. Over the course of a night of revelry, the drink is slowly replaced so that by the end only coin remains. In the morning that money is presented to the family of the deceased to help them through the lean times ahead.

Olaran funerals are as somber as the Last Call is lively. During times of war, the rites are suspended. Bodies are collected on the field, burned, and the ashes of the dead are put in small, wooden boxes and shipped home. While this may seem callous to others, it is just the Olaran way.

Ashes of the dead are kept in small stone or metal urns. The wealthier the family, the more finely crafted the vessel. In true Olaran fashion, these urns are typically unadorned with jewels or precious metals.

Great families construct special vaults to secure the remains of their ancestors. Some of these buildings date back to the very founding of the nation. In

poorer families, the urns are usually made of fired clay but are no less honored. Every Olaran home, great or small, has a special place to honor the dead.

DWARVES OF OLARA

When the dwarven king first bent knee to Banrick Olar, it was primarily out of enlightened self-interest. He could never have imagined what a boon his decision would come to have for his people. Were it possible for dwarves and humans to mate, it is likely Olara would have a very different appearance today. Dwarves constitute between 15-30% of human communities near the Forges. The same percentage of humans abide in the dwarven mountain holdings. The number of humans in the dwarven mines can rise as high as 40%.

Normally secretive, the dwarves of Olara are different and have opened to their human countrymen. Non-Olaran dwarves are often shocked to find humans studying in the most sacred libraries or standing at the forges learning secret dwarven techniques. Much of the culture and tradition is a meld of human and dwaven, a collective heritage that is fiercely protected by all. Olarans also benefit from dwarven ingenuity with indoor plumbing and advanced techniques for heating homes.

In return, the dwarves of the Forges are better fed than any of their kind. They enjoy the richness of human cuisine, in particular the Volstagg pastries. Yet, most important, the ancient pact ensures common defense, making the dwarves in their halls nigh impregnable.

THE MONARCHY

Olaran society follows similar lines to other monarchies and the titles and ranks are similar to those of the other Southern Kingdoms.

TITLES AND RANKS

KING AND QUEEN

The current monarch is King Banrick XIV with his Queen Elba Olar. The Olar have held the throne since the first chieftains bowed to King Banrick Olar. The Olar are a symbol of unyielding strength and unwavering dedication to their people. Like most monarchies, the throne is hereditary, going to the

eldest son or daughter, once proven in battle. A queen taking the crown, however, retains the Olar surname as do her children. Her husband takes her name.

In rare cases the sitting king or queen may name someone other than their children as heir if the situation warrants such action. The Dukes of the Major Houses, however, have the right to vet and approve any such nomination. If the monarch is judged unfit to rule, and no suitable heir can be found within the royal family, the Council of War Leaders can temporarily, or even permanently, remove the king or queen, after which all of the noble houses are involved in electing a new leader. This has occurred only once in the long history of Olara.

PRINCE AND PRINCESS

The children are Crown Prince Reiner, Princess Adelia, and Prince Theron. Like most countries, the princes and princess named as heir are known as Crown Prince or Crown Princess. Crown Prince Reiner, at 17, has shown considerable aptitude in matters of state. Princess Adelia, age 15, has all the signs of a natural warrior. Young Prince Theron, age 8, has displayed a passion for the Church of Light.

GRAND CHANCELLOR

The current Grand Chancellor is His Excellency, Lord Helmut Van Bach. Olara's Grand Chancellor is the highest ranked advisor to the Crown and is trusted to run the day-to-day operation of the kingdom. Though an appointed position, a capable Chancellor can expect to hold the post until age or infirmity requires replacement. Van Bach is currently 72 years of age.

DUKE AND DUCHESS

The kingdom of Olara is composed of six regions, governed by a duke or duchess, with one exception.



STONECROWN

Olar lands lying south of the Forges are ruled directly by the Crown from the throne and include the cities of Olara, Kore, and Tarnn.

The dwarven clanhomes and most of the Forges are ruled by King Garog Stonecrown,

who is considered a duke. He is addressed as "Your Highness" when at Olaran court. However, as sovereign of his own people, he has much more practical power.

Steiner lands run along the west and northwest borders of Olara and are governed from Rhion by Duke of Rhion, Lord Erik Steiner.



HOUSE STEINER

Harken lands begin at the city of Echer'Naught, including about half of Olara's southern border, and are ruled by Duchess of Harken, Lady Valenia Harken.

Koll lands run along the northern border from the town of Thuls to the border north of Forgehome and are governed by Duke of Bearheart, Lord Manfred Koll.

Unger lands encompassing the entire eastern border along the Howling River, including the town of Hale, are governed by the Duke of Stag, Lord Oleph Unger.

CHANCELLOR

Outside of the military, Chancellors are the highest ranking appointed position in Olara and are typically non-military members of the nobility. Serving under the Grand Chancellor, these men and women act as chief administrators for each of the dukes and duchesses, ably managing the daily affairs of their lands. In addition, many Chancellors serve in key government positions including, the Chancellor of the Treasury and the Chancellor of Foreign Affairs. Beneath these officers is an army of officials such as consuls, ministers, and superintendents who exercise direct control over each department within a Chancellor's office.

GOVERNOR

While local lords and barons generally oversee provincial lands, large cities often require direct control. The duke appoints governors to oversee key municipalities. Currently there are four governors: Lord Jerrin Mueller of Kore, Lady Rebecca Warren of Hale, Lord Vernon Prell of Thuls, and Lady Frieda Jager of Tarnn, all members of minor noble houses.

Like Chancellors, Governors will employ Sworn of their own house to fill lesser administrative positions.

Brek Fellhammer, High Chieftain of Anvil, holds a rank equal to a Governor.

MAYORS AND BARONS

Smaller towns are generally governed by a Lord Mayor or Lady Mayoress, appointed by the duke of the land. Rural estates farmed by multiple families are overseen by a Baron or Baroness. Though equivalent in rank, actual political status depends greatly on the size of estate, individual family, and house. As most of Olara is managed by these Mayors and Barons, these minor lords have the most contact with Olanan citizens. Barons and Mayors are served by a staff of Sworn who manage their household and interact directly in the citizens' daily lives.

Barony titles are conditionally hereditary. The monarchy reserves the right to replace those unable to execute their duties or produce an heir who has been proven in battle. While reserved for baronies on disputed borders, this clause has been used for political purposes. In addition, the head of any house is given the title Baron, other than the Dukes and King. Lesser Military Orders are commanded by a Master who ranks just below a Baron.

KNIGHTS

Any member of the Blood without a title who fights is a knight. In battle they serve as lower echelon officers in command of small groups of warriors. Sworn who distinguish themselves in battle may also be invited to join these honored ranks.

THE NOBLE HOUSES

Outside of the royal family, the five Major Houses are the most powerful political and military factions within Olara, the only possible exception being the Greater Military Orders.

HARKEN

House Seat: Harken

The House Harken are truly people of the earth. These masters of the southern plains provide much of the food that feeds Olara. Known for their practicality and efficiency, the Harken are a stalwart, quietly heroic people.

KOLL

House Seat: Bearheart

"Let our enemy's blood flow as freely as our ale!"

The Koll exemplify all of the finest traits of the Southern Kingdoms. Makers of many fine ales and beers, these hearty people serve also as the guardians of the northeast borders.

OLAR

House Seat: Olara

House Olar are the founders of the Olanan Kingdom. The importance and strength of this House is beyond dispute. Their power shows no sign of decline over the fourteen centuries of Olanan history. Their greatest strength is the ability to recognize and encourage the gifts of others, making them exceptional leaders.

STEINER

House Seat: Rhion

Embodying the warrior culture of Olara, House Steiner is implacable, resolute, and unyielding. Trained nearly from birth to fight, the men and women of House Steiner define military doctrine for the rest of the kingdom.

UNGER

House Seat: Stag



HOUSE UNGER

More than any other house, Unger embodies all that can be learned from their dwarven bretheren. Adapting and innovating dwarven techniques, the Unger have become masters of engineering, construction, and art. The superiority of Olara's great defensive fortifications is due in large part to the skill of Unger engineers.

MINOR NOBLE HOUSES

The Minor House leaders usually hold the title of Baron. Typically these houses owe allegiance to one of the Major Houses. In a few cases, however, their lands fall in multiple regions.

ALBRECHT

House Seat: Tarnn

Baron: Lord Tauber Albrecht

It is said in Olara, and in the rest of the Southern Kingdoms, “You can’t blame defeat on Albrecht steel.” Centered primarily in Tarnn, the Albrecht are famed for their swords, especially the coveted two-handed blades. They also make excellent axes, having learned this craft from the dwarves.

ECKHART

House Seat: Eckhart Keep

Baron: Lord Muniz Eckhart, the “Gilded Knight”

Although the Eckhart have a storied history of valor and glory, they have come to rely too heavily on that foundation to maintain rather than build their status. Most Olarans see them as vain peacocks. Nakedly ambitious in politics but often absent on the field of battle, they have built up a large fortune and continue to wield influence. They remain one of the largest houses in sheer size and holdings, their primary estate lies slightly north of and between Harken and Hale.

HELT

House Seat: Olara

Baron: Commander Horatius Helt

No family knows more about the art and science of war than the Helt. Founders of the most prestigious military school in Olara, the Helt Academy, located in the mountains above the capital city. The Helt produce truly skilled and dangerous professional warriors. By royal decree, the Helt must post their eldest and most experienced officers at the Academy, lest their military expertise be lost on the battlefield.

JAGER

House Seat: Tarnn

Baroness: Lady Frieda Jager, Governor of Tarnn

The Jager family is famous for its business acumen. It is a well-known saying in Olara, “If you have two silver coins and you need four, give them to a Jager. You will have your four silver in the morning. Just you never mind that the Jager will have a gold for his troubles.” When it comes to turning a profit however, the Jager House is also infamous for its flexible ethics. More than a few Jager, imprisoned for some nefarious scheme or another, has secured release thanks to the timely application of lavish family funds for some royal project.

MANFRIED

House Seat: Harken/Hale

Baron: Lord Hanz Manfred

Even in the leanest of times, Manfred House fields yield more than twice that of any other house. Thus, should their line ever fail, so too would the Kingdom. Rarely known as storied warriors, there has yet to be a battle in which this dour, pragmatic, and determined house was absent from the shield wall.

MUELLER

House Seat: Rhion

Baron: Lord Warrick Mueller

House Mueller has proudly maintained the archives of Olaran histories from the Kingdom’s earliest days. From maps and battle plans to historical treatises and strategic texts, the libraries of Mueller overflow with knowledge of wars fought and lives lived. In every military engagement, a Mueller warrior-scholar is present to record firsthand accounts of the deeds and sacrifices of their brothers. House Mueller’s primary holdings, which include the city’s libraries, are in Rhion.

REINHART

House Seat: Rhion

Baroness: Lady Helen Reinhart, the “Red Lady”

No family is more defined by war than House Reinhart. Reinhart lands lie at the very northwestern edge of the Kingdom, making them the frontline in every skirmish, battle, and full-scale war with the Empire. Their history is full of glory and tragedy in equal measure. Since the Betrayal War, House Reinhart has enjoyed far lighter taxation than any other House. All Olarans know that this House pays a greater share of the “blood tax” necessary to defend the kingdom. Thus, no one begrudges them this benefit.

VOLSTAGG

House Seat: Thuls

Baron: Lord Gunthur Volstagg

If the Manfred represent the dour character of Olara, and the Reinhart are the tragic warriors, then the Volstags exemplify the joy and celebratory side of Olaran culture. The Volstagg are the brewmasters and finest pastry chefs in the land. This jocund House is famed for their celebrations. Even in battle, Volstagg can be heard above the din singing drinking songs or laughing uproariously. While some grouse at these antics, most secretly recognize that should the Volstagg spirit be broken, so too would Olara.

WOLFHAVEN

House Seat: Echer’Naught

Baron: Lord Alexander Wolfhaven

For centuries, the Wolfhavens have bred the finest horses for House Harken. The mounts used by the Order of the Hammerfall Riders come from Wolfhaven stock. Though the Wolfhaven line is ancient, they have attained prominence only recently due to heroic actions during the War of Flame. Despite the loss of almost the entire bloodline during that war, the last son of Wolfhaven, Colonel Alexander Wolfhaven of the Grey Rangers, continues to serve his House, earning honor and distinction.

OLARAN MILITARY

To be Olaran is to serve. This virtue is as intrinsic to Olara as honor, duty, and loyalty. The nature of service depends on the station of the citizen.

Nobles of the Blood have two choices: serve House or Order. Historically, if the eldest child shows military aptitude, they remain in service to their House of birth. Females may change House service when they wed. Younger children are encouraged to select service in a Military Order, though this custom is not strictly enforced. In Olaran society all serve the Crown and there’s little conflict of interest.

Acceptance into an order is based on the skills of the applicant and the connections of his House. Military orders have careful screening processes to ensure those who join their ranks have the necessary qualities to be with their future brothers.

Once chosen, young nobles are assigned to a knight from their new brotherhood who will train and initiate them. Squires learn to maintain their knights’ arms and armor, care for mounts, and fight beside them in battle. After seven years, if the squires have proven worthy in combat and mastered the ways of their brotherhood, they’re eligible to be accepted as full members of the brotherhood.

Sworn of the House follow the knight they serve. These folk act as servants, grooms, stewards, and heralds. Unlike other armies in Olara, all members of a knight’s retinue can be counted as fighters and joins their master in combat.

Citizens living in provincial estates serve at their lord’s discretion, mobilizing when ordered. In towns and cities, citizens are organized into militias. When the horn of war is sounded, the militias from multiple communities will join together in bodies of massed infantry under the command of local Noble Houses.

Inevitably, there are those unfit or unwilling to take up arms for the Kingdom. Rather than waste resources, these individuals are given tasks more suited to their abilities, though few Olarans willingly suffer being seen as a coward. They find themselves serving in low level bureaucratic positions with the Houses where they can at least do some good.

Discipline is rarely an issue in Olaran ranks, those guilty of cowardice, dereliction of duty, and gross insubordination can expect swift and summary execution.

OLARAN ARMIES

Most human kingdoms organize their armies along the lines of the Olaran military structure. However, the names of specific ranks and unit sizes may vary greatly.

MAKE UP

Olara's military is organized in a three tier system: Active Service, "Day Ready" forces, and Reserves. Active Service accounts for roughly 30% of the army and comes from members in Military Orders, warriors of the Noble Houses, and select militia units. Day Ready troops make up about 40% of all Olaran forces and include the Militia, House Guards, and retired warriors of Military Orders and Noble Houses. Everyone over fourteen is considered part of the Reserve and make up the remaining 30% of the military.

ORGANIZATION

ARMY

Divided into six Legions, Olara has one army which includes all active military and is commanded by the king. The Crown may appoint a Field Marshal to command, if the situation requires. The General is advised by the Military Council comprised of the Major House Dukes and the Order Grand Masters.

LEGION

Each Legion, of up to 18,000 warriors divided into up to three Brigades. Legions are assigned to a region and is commanded by the head of a Blooded House or an appointed General. Legions are named for the Major House and contain the troops of all Noble Houses and militia within that region. On rare occasions, Olara will field Legions composed only of warriors from the Military Orders.

Liner Notes: Field Marshals

In Olara, Field Marshal appointments are based less on title and rank and more on the trust of the Crown in the ability to ably lead the forces that constitute an Olaran army. In theory, the Crown could appoint someone outside the normal chain of command or a non-Olaran. Field Marshals typically serve for the duration of a conflict, war, or until the King assumes command; however the title of Field Marshal is always retained as an honorific. The last Field Marshal, Graf Von Wrangel of the Order of the Hammerfall Riders, commanded the Olaran forces at the outset of the War of Flame.

BRIGADE

Brigades, fielding between 2000-6000 fighters, are made up of between two to six Battalions. Troops are drawn from provinces with the region. Brigades are led by a Commander who is selected from the officers in the Battalions.

BATTALION

Battalions, of up to 1000 troops, are most often structured into a complement of four companies and a support company. In Olaran armies, Battalions contain similar troop types as militia battalions or House battalions.

A Battalion is commanded by a Colonel who is the senior knight, aided by a Master Sergeant, the army's highest ranked NCO. Master Sergeants also hold training posts and are generally chosen from the Sworn or, occasionally, from among the knights.

COMPANY

Each Company, has up to 200 soldiers, fields four Platoons and a command element. At this level, units generally have uniformity of training and equipment, as the troops belong to a specific Order, House, or militia unit. Companies are commanded by Captains drawn from within the unit's officer corps who are aided by Sergeants.

PLATOON

Platoons, consisting of 20-50 soldiers, are formed of one to two squads and commanded by a Lieutenant, usually a knight. Alternatively, Lieutenants may serve as Brigade staff officers.

SQUAD

Squads, containing 10-25 warriors, are composed of two to five Battle-brother units commanded by a Sergeant selected from the Sworn. Sergeants may also serve as aides to Captains and lesser officers.

BATTLE-BROTHERS

Battle-brothers, the smallest unit within Olaran armies, are teams 2-5 strong who live, eat, and fight together. These soldiers are sometimes led by a Corporal, which is the highest rank attainable for a common Citizen.

OLARAN TROOPS

Troop types vary, but Olara fields infantry. House and Order infantry prefer heavier armor and weapons, in particular two-handed swords, war hammers, and battle axes. Militia units wear lighter armor and wield pikes, halberds, or wicked Olaran billhooks.

Bows and crossbows are used equally, and many Battalions employ special Companies trained in their use. Olarans are also noted for their use of heavy

siege weapons and field artillery. Cavalry has never played a major role in Olaran tactics. However, the army does have horse units whose job it is to flank enemy positions and raid supply lines.

HOUSE GUARDS

Olaran House Guards are special units outside the normal military hierarchy. These professional warriors are drawn from the Sworn and from of a House to defend their lord's castle and lands, particularly while the lord is away at war. Many guardsman trace their lineage to the House's founding vassals. As paid mercenaries, they are not subject to the levy, yet are fiercely loyal to their House.

MILITARY ORDERS

The six Greater Military Orders date back to the founding of Olara. Each was given a specific duty by the first king and the orders have continued these duties to this day. Over time some orders have been conquered, their survivors joining other orders. Sometimes an order is created when members of different orders unite to achieve some spectacular success. There are dozens of orders, great and small, throughout Olara, each formed to perform some specialized role.

The Greater Orders operate within the region of their founding, while Lesser Orders are confined to smaller provinces, sometimes even a single city. Greater Military Orders are led by Grand Masters who rank just below dukes. Lesser Military Orders are led by Masters who rank just below barons. All Military Orders follow a command structure similar to the military and fall under the orders of the king. However, they typically operate independently, applying their specialized skills where they're most effective. This fluid organizational structure accounts for a great deal of Olaran military success.

Military Orders are also unique in that everyone - Citizen, Sworn, or Noble - all receives the same training and equipment. The men a knight brings into the order become members of that order with the same oaths and responsibilities. Noble or citizen, all members are called Battle Brother, or simply Brother.



GREATER MILITARY ORDERS

THE ORDER OF THE BEAR

Headquarters: King's Tower (Olara)

Grandmaster: Lord Garran Olar, Captain of the Royal Guard

Dating back to Banrick Olar's personal guard, the Order of the Bear is Olara's oldest military order. The most elite of this order still have the privilege of protecting the family of the Crown. The main body of this Order is charged with defending the capital.

THE ORDER OF THE CRIMSON WALL

Headquarters: Crimson Keep (near Anvil)

Grandmaster: Lord Otto Reinhart

The Reinhart family order, the Order of the Crimson Wall, is named for its red armor and shields. This vibrant color symbolizes the extraordinary amount of blood this family has shed for Olara.

THE ORDER OF THE GOLDEN STAG

Headquarters: Eckhart Keep (between Harken & Hale)

Grandmaster: Lord Friedrich Eckhart

Although once the proudest Olaran order, they're is now focused on appearance more than service. While the order still boasts of "defending the heartland of the Kingdom," others scoff that they best defend the rear.

THE ORDER OF THE HAMMERFALL RIDERS

Headquarters: Hammerfall Stables (Harken)

Grandmaster: Lord Wilhelm Harken

House of Harken has long trained its warriors in the Order of the Hammerfall Riders to ride hard and well to join their brothers in battle. These horseman are skilled at skirmishing and heavy cavalry tactics.

THE ORDER OF THE HELT

Headquarters: Helt Academy (Olara)

Grandmaster: Lord Jürgen Helt, Commandant of the Helt Academy

Helt's purpose is to ensure that Olara remains educated in the ways of other militaries. Any Helt company that goes into mercenary service can expect to command top coin from any employer.

THE ORDER OF THE LIGHTNING BOLT

Headquarters: Fortress of Bearheart

Grandmaster: Lord Rolf Unger

Born of Unger Koll's desire to prove the superiority of the crossbow, the order is one of the more recently formed. Specializing in the use of crossbows, this battalion sized order consists of both dwarven and human troops. Combining Hammerbolt Crossbows with load and fire teams has proven a deadly combination.

THE ORDER OF THE OCHER FIRE

Headquarters: Stagg

Grandmaster: Master Wright Galt Gaerfyr

Arcfire weapons nearly destroyed Olara during the Crimson Crusade. In response, the King appointed his most trusted engineers to study arcfire technology. Members of the order wield little Arcfire, rather, they focus on sabotaging and countering enemy arcfire technology.

THE ORDER OF THE STEEL QUILL

Headquarters: Great Library (Rhion)

Grandmaster: Lord Lothar Mueller, Loremaster

This House Mueller order trains the warrior-scholars who record history in the field. Steel Quill members are assigned to every legion. Even smaller units that see regular action have at least one member of this order among their ranks.

THE ORDER OF THE STONE RANGERS

Headquarters: Anvil

Grandmaster: Chief Dragon "Stonewalker" Highwall

Commissioned to patrol the western end of the Forges and to fight in the high hills and mountains, the Order of the Stone Rangers is primarily a dwarven unit. Olarans say these Stone Rangers have the mountains as allies. Confronting these warriors on their home ground is suicidal.

THE ORDER OF THE VERDANT BOWER

Headquarters: Kore

Grandmaster: Lady Faesa Olar, the “Elven Maiden”

Founded in the wake of the Betrayal War, members of this order are drawn from Olara’s wardens, and contain a surprising number of non-humans. The founding members of this order hunted down those responsible for the massacre at the Open Hand Peace Conference. The order continues the same mission now, rooting out spies and corruption within Olara and bringing high profile criminals to justice.

THE ORDER OF THE WAR TREE

Headquarters: Unger Testing Grounds (Stagg)

Grandmaster: Lord Garald Unger

Trained as combat engineers and siege experts, the The Order of the War Tree is a specialized order comprising both dwarves and humans. Serving as consultants for military needs outside of Olara allows them to earn considerable additional coin.

LESSER MILITARY ORDERS

While the Great Military Orders have broad, regional authority, the military is full of Lesser Orders that serve specific functions for smaller communities and territories. Lesser Orders might patrol unpopulated areas of Olara or to protect certain sites. Any dedicated group of citizens faced with a task or mission that requires a unique skill set may petition for an Official Charter of Order.

Who issues the Charter depends primarily on the size and scope of the Order’s authority. Forming an Order to protect an ancient shrine in a small village generally requires approval only from the local Lord or Baron. More ambitious orders seeking broader power need the approval of a Duke or Duchess.

GREY RANGERS IN OLARA

Prior to the War of Flame, Grey Rangers were an uncommon sight, working occasionally with Olanan Wardens in the apprehension of high value criminals or serving in a diplomatic capacity. The War of Flame changed everything. Veterans returning from the war spoke of deadly ghosts that stalked the Elven forests and fierce, green clad warriors that fought with reckless abandon.

Due in large part to the Rangers’ reputation, many influential commanders and lords advocated for the ratification of the Expanded Ranger Charter in 3123. Not everyone supported the decision. The Wardens and the Order of the Verdant Bower objected, stating that they already filled that role.

The Charter was signed, and Olara welcomed the Rangers into the Kingdom. Within months, Ranger sites were established in many large community, most notably in Bearheart and Echer’Naught. The Grey Ranger diplomatic office in the capital city was expanded into a full-fledged Ranger Headquarters, coordinating directly with the Crown. Four months after the signing of the Charter, the outpost in Echer’Naught was selected as Regional Headquarters for Olara and the northern Wildlands.

Joint Olanan and Ranger operations were vital in defeating the Godstrike Tempest (link to: <http://savagemojo.com/store/singleProduct.cfm?pID=2542>), the Prelacy of Camon, and the Kal-A-Nar Empire. In most cases, this cooperation was without incident, strengthening the bonds of brotherhood. However, relations with the Wardens and a number of the Lesser Noble houses remain coldly cordial at best.

Regional Operations continue under command of Colonel Wolfhaven in the city of Echer’Naught. By contrast, Ranger-Olanan diplomatic duties are still handled out of the capital office.

KINGDOM OF STAHLHEIM

BRIEF HISTORY

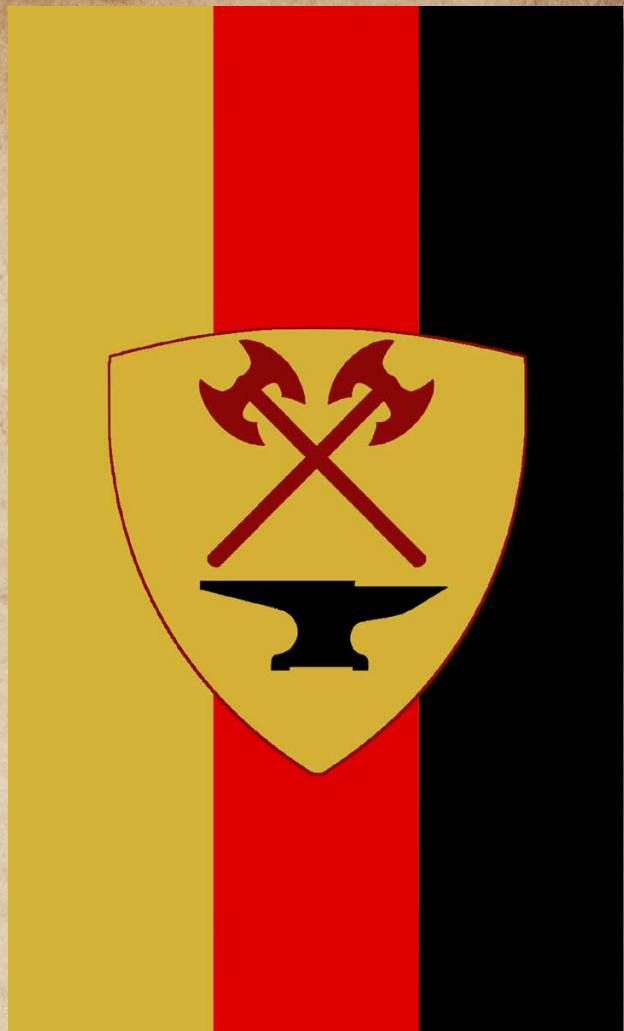
The history of Stahlheim dates back to the fall of Dranak'Or and the dwarven exodus from their ancient homeland. At the time three large family groups entered the lands of what is now Olara. Two settled in the Forges and founded the Clanhomes of Foreghome and Anvil. The largest group continued onward, eventually settling in the Stoneheart Mountains and founding what would become the Kingdom of Stahlheim.

Even then, the Stoneheart Mountains were already renowned as great smiths and miners. These dwarves were the very first to mine and forge White Silver. In a few generations, the halls of Crag and Stone grew into places of trade where humans and elves bartered foodstuffs and finely woven cloth in exchange for dwarven iron and steel.

When war swept across the land and creatures of Flame and Darkness devastated those living above ground, the dwarves of the mountain closed their gates, and weathered the destruction. Only during the Age of Darkness, when Shaya'Nor dominated the land, did the dwarves of Stoneheart Mountain feel the boot of oppression. However, despite heavy losses during those dark days, the Mountain itself shielded the dwarves, and they survived.

While Stoneheart did not participate directly in the founding of Olara, many of the human tribes that did bore weapons and armor forged in Stoneheart foundries. When their cousins in the Forges sided with Banrick Olar, the clans of Crag and Stone refused, though they were the first to recognize the new kingdom's sovereignty.

Nearly 700 years later, the brigands and warlords of the fledgling Malakar Dominion attempted to annex the Stoneheart Mountain, desiring the wealth of the dwarves to fund their war against Al'Daya. The war was brief unheard of outside of the Dominion and marked the first and last attempt by Malakar to invade Stoneheart. The Malakar Dominion does not formally recognize Stahlheim's independence. They are not, however, foolish enough to attempt another invasion of the mountain itself.



It was also around this time that the clans of the Stoneheart Mountain founded the Kingdom of Stahlheim. By the time of the War of Flame, this dwarven kingdom had become a small, powerful, nation. Although they were unable to prevent the Kal-A-Nar Empire's armies from marching across their northern lands to attack Olara, Stahlheim was able to prevent any Kal forces from entering their Clanhomes. There are even those who credit Stahlheim's constant harassment of the Kal supply lines for the Olan victory in the war.

During the war, Rangers operated within Stahlheim, albeit unofficially, resulting in a bonding with the dwarves. Originally the Stahlheim Rangers operated out of a temple dedicated to the Silver Unicorn, hidden beneath the Slatspirit Inn. Sadly, this outpost was eventually lost to the Builders, forcing the Rangers to move operations elsewhere.

It was not until the Echer'Naught Accords in 3123 that the independent Kingdom of Stahlheim joined the Southern Kingdoms in the Expanded Ranger Charter, which gave the Stahlheim Rangers official status and guaranteed mutual defense for all allied nations. The signing could not have been more timely.

Over the next few years, soldiers of Stahlheim fought in every major engagement. Mere days after the Accords were signed, warriors of Stahlheim joined those from Eon'Voltuh and elite Rangers to crush the Blood Lord's armies in the Wildlands. The very next spring, dwarves of Stahlheim, led by Captain Rorauk Fyrforg, grandson of the great Clan Chief Oracyon Fyrforg, were first to breach the city walls during the Battle of Furalor. When Lord Mayor Wolfhaven sought aid to rebuild Echer'Naught after the Second War of Flame, it was Stahlheim who first offered assistance.

Joining the Expanded Ranger Charter marked an end to a long period of relative isolation for the dwarves of Stahlheim. In the short time since the signing, Stahlheim has proven itself a most capable and loyal ally. Without Stahlheim's strength and support, the allied kingdoms might have been lost.

GOVERNMENT

Stahlheim is a traditional dwarven society with a Great Clan Chief Oracyon Fyrforg, and his extended family, holding military and political positions. Heir to the high seat is General Bargin Fyrforg, General of the Armies. Fifth son of the Clan Chief, Captain Granyt Fyrforg commands the Ranger Outpost in Crag. Bodyn Fyrforg, sixth son of the Clan Chief, heads the Stahlheim Officer Academy in the underground fortress of Stahlheim, the kingdom's deepest hold. Grandson of the Clan Chief, and son Bodyn Fyrforg, Rorauk Fyrforg, holds dual rank as Captain in the army of Stahlheim and the Ranger Corps, serving as both officer and liaison. The Clan Chief is aided by a seneschal, currently Killian Anvilholt, who is not a member of the Fyrforg bloodline.

While most diplomatic and trade activity happens in the Great Hall of Crag, the Clan Chief's true seat is the fortress, Stahlheim, deep within the mountain, far from the prying eyes of outsiders. Here, the dwarves train their Officers, coordinate the defenses, and shelter vital members of the household.

MILITARY

General Bargin Fyrforg commands the military and is heir to the Clanhome. Due to the dwarves' small numbers, Stahlheim military utilizes highly trained and superbly equipped heavy soldiers supported by small, highly specialized units. Within their mountain home the soldiers of Stahlheim have faced major defeat only once at the hands of Shaya'Nor during the Age of Darkness. That assault was led by their most hated enemy, Dwargs, corrupted dwarves from clanhomes lost centuries ago to Darkness.

The most elite Stahlheim unit is the Ironreich warriors led by Commander Egon Ironreich, head of Security for Clan Chief Oracyon. These heavily armed and armored shock troops act as the Clan Chief's personal guard. The Olarans regard these dwarves as warrior paragons. Although named for the Ironreich clan, any dwarf may attempt to join the Ironreichs, though few succeed.

NOTABLE MILITARY PERSONNEL

CAPTAIN MURVOTH

One of only two Gobliness in Stahlheim's Army, Captain Murvoth is the only officer never to have entered Stahlheim's Office Academy. He also holds the rank of Sergeant in Grayson's Grey Rangers.

PFC HARRODIUS HIGHWALL

Notable as being brother-in-law to Rorauk Fyrforg, PFC Harrodius Highwall serves as part of Stahlheim's Army Medical Division and is a skilled Druid, Blessed by Dranak himself.

ECONOMY

Stahlheim's primary exports are metal ores and goods. The mountain is crisscrossed by deep mines of copper, gold, iron, and lead. Secondary to metal ore, the mountain provides ample stone for trade. Stahlheim mercenary companies, such as Dranak's Hand, also command top coin, much like Olaran counterparts.

Like most other Clanhomes, Stahlheim imports a great deal of food, primarily from their close ally, Olara. Stahlheim also engages in trade for textiles, lumber, meat, and luxury items. The Shanais River, which runs through the eastern part of the kingdom,

provides access to exotic goods from as far away as the Northern Tribes. In turn, Stahlheim forged goods flow south to the sea.

SOCIETY

Stahlheim differs little from other Clanhomes. The dwarves of Stoneheart participate in the same customs and rituals as other dwarves and are noted for their fierce independence and reverence for the Silver Unicorn. Though not as close to humans as their Olanar cousins, the dwarves of Stahlheim are, nonetheless, accepting of all races so long as dwarven laws and customs are respected and obeyed. They often employ Goblins to aid in working the mines and in maintaining the vast tunnel systems.

Unlike most dwarven cuisine, Stahlheim's diet consists of a high percentage of fish drawn from the Shanais river, along with more exotic foods imported from the Kal Empire and the Northern Gatherers.

MATTERS OF GAME PLAY

Here's where you'll find new hindrances, edges and items for characters and NPCs from this region.

NEW OLARAN HINDRANCES

Membership in a Military Order is indicated by taking the Hindrance-Obligations: Order of the [order name] (Major). This Hindrance grants access to Order only Edges, Gear, and privileges for your hero. Unless stated otherwise, Order Edges are available to those outside the order, but the Rank requirement becomes one higher.

NEW OLARAN EDGES

BACKGROUND EDGES

BORN TO BATTLE

Requirements: Novice; Fighting, Shooting, and Throwing d6+

For some, warfare is a way of life ending only in death. Warriors born to this culture possess a natural affinity for all weapons, quickly mastering their use. *Characters with this Edge treat their rank*

as one higher when meeting the requirements for Combat Edges, although they must meet all the other requirements for that Edge.

TWO PEOPLES, ONE SPIRIT

Requirements: Novice, Human or Dwarf, Special

Olara is a land born of two peoples, wedded in battle, raised in brotherhood. Nowhere else in Shaintar are the bonds between men and dwarves as strong. This Edge allows dwarves and humans access to each other's Racial Edges. Once this Edge is chosen, the character may choose a single Racial Edge from the other race, although they must meet all other requirements for that Edge. This Edge can be taken more than once but only once per rank. All choices must be approved by the GM and cannot be combined with another Edge to gain a third Edge like Epic Destiny or the South-Born Novice Racial Edge option.

LEADERSHIP EDGES

ZEAL

Requirements: Heroic, Command, Fervor, Charismatic

In the case of a few select commanders, their very presence inspires unbridled fervor in their troops. A commander possessing this Edge can, with a simple gesture, inspire troops. Those within the command radius add +1 to all Shooting, Throwing, and Arcane damage rolls. In addition, Fighting damage rolls now gain an additional +1 (total +2).

PROFESSIONAL (ORDER) EDGES

CAVALRY CHARGE (THE ORDER OF THE HAMMERFALL RIDERS)

Requirements: Veteran, Fighting d10+, Riding d10+, Cavalryman, Mount must be trained for combat

Few spectacles are more awe inspiring or terrifying than the sight of tightly packed, heavy cavalry thundering across a battlefield. A well-timed charge can break even the strongest battle lines. As part of a Cavalryman's mounted charge, but prior to the attack, the target must make a Fear check. Each additional rider with the Cavalry Charge Edge participating

in the charge in that round inflicts a cumulative -1 on the target's Spirit roll (maximum -2). Enemies on Hold with weapons "set" against cavalry must succeed on their Spirit test before rolling Agility to interrupt (See the Savage Worlds rulebook).

HELT ACADEMY GRADUATE (THE ORDER OF THE HELT)

Requirements: Seasoned, Command, Smarts d8+, Spirit d6+, **member of the Order.**

Only the most gifted young minds are given the opportunity to study under the tutelage of the greatest warmasters in Olara. Students of the Helt Academy memorize military history, lore, and tactics, learning how to quickly break down an enemy's strategies and defeat it.

Before battle, if not surprised, a character with this Edge may select a single enemy or enemy group of same type and roll Knowledge: Battle. With a success, allies under this character's command gain a +1 to all attack and damage rolls against that enemy. On a raise, the bonus to attack and damage is +2. This roll may be attempted only once per battle, but the attack modifier can be used with Savage Worlds Mass Battle rules or Shaintar's Epic Battle System.

SHIELD WALL (THE ORDER OF THE CRIMSON WALL)

Requirements: Novice, Fighting d8+, must have Medium or larger shield

Olarans know that one's true military strength lies in the person standing to either side. When Brothers fight as one, no force can stand against them. Characters with the Shield Wall Edge gain a +1 Parry bonus (maximum +2) for each adjacent character with the same Edge and using a Medium or larger shield. This Edge bonus stacks with other shield bonuses and counts as a Cover penalty (Light or Medium) vs Ranged Attacks. All characters in the shield wall have Pace 3, can move only forward and backward, and may attack only to the front.

SPIRIT OF THE STONE BEAR (THE ORDER OF THE BEAR)

Requirements: Novice, Spirit d8+, Strength d8+, must be of the Order of the Bear or trained by an Order Battle-Brother

The spirit of the first King, Banrick Olar, remains strong in the hearts of all Olarans. When Olarans stand firm, nothing can move them. Characters with this Edge gain a +2 bonus on Spirit checks to Resist Fear and Intimidation and also gain a +2 on opposed Strength rolls to be moved by the Push maneuver, so long as the character is adjacent to another character with this Edge.

VOLLEY FIRE (THE ORDER OF THE LIGHTNING BOLT)

Requirements: Seasoned, Shooting d8+, Marksman, weapon can have no more than RoF 1

No warrior forgets the buzzing sounds or the ominous shadows of arrows as they begin to fall. In the hands of well drilled units, massed volleys can be used to devastating effect. Characters with this Edge gain a +1 Gang-up bonus (maximum +2) for each adjacent character with the Volley Fire Edge firing the same weapon type at a single target in the same round. This Edge may not be used with Called Shots or Bypass Armor.

SOCIAL EDGES

DRINK AND BE MERRY!

Requirements: Seasoned, Liquid Courage, Spirit d8+

For a special few, the imbibing of alcohol does more than lift troubled spirits or calm frayed nerves. Men and women of a particular constitution find that a good ale has a salubrious effect on their personal magnetism. Those under the effects granted by the Liquid Courage Edge also gain a +1 to their Charisma. For Bards, the bonus is +2. This effect wears off as with Liquid Courage. A hero with this Edge also removes a Fatigue level over an hour of drinking and revelry, even if it would normally require a full night's rest.

NEW OLARAN GEAR

ALBRECHT STEEL

Through a unique process, the smiths of the Albrecht House are capable of forging lighter and stronger steel arms or armor. Albrecht Steel may be applied only to solid steel weapons (knives, swords, etc...) and armor (chain or plate). Gear with this Note reduces weight by 10% (rounded down) and gains 2 points of Toughness vs breaking (see Breaking Things, Savage Deluxe). The Cost per item increases 10% (rounded up) or Value of an additional -2.

Examples:

Olaran Two-Handed Sword: Str+d10, Reach 1, 2 hands, Albrecht Steel

Cost 825, Availability -2, Value -4, Weight 10

Full Plate: Armor +5, -4 Coverage, Albrecht Steel
Cost 1760, Availability -4, Value -6, Weight 45

BATTLE STANDARD

Rising above the field, the battle standard is at once a rallying point and a morale boost for the unit. Olaran military history is filled with tales of doomed men, hemmed by foes, rallying to their banner to win the day. A Battle Standard provides +1 bonus when rolling Knowledge (Battle) for opposed rolls in Savage Worlds Mass Battles or the Battle Roll at the end of turn during The Shaintar Epic Battle System (pg. 154 Legends Unleashed). Furthermore, it also provides +1 to Spirit for Morale rolls during Mass Battles.

Battle Standard (flagstaff): Str+d6 (+1 Parry, Reach 1, 2 hands)

Cost 50, Value +0, Availability +2, Weight 20

BILLHOOK

Combining the superior reach of a spear, the lethal power of an axe, and a wicked hook, billhooks are the weapon of choice for Olaran footmen. In the hands of skilled warriors, these weapons are lethal against mounted foes and minotaurs.

Billhook: Str+d8, AP 1, Reach 1, 2 hands

Cost 60, Value -2, Availability -2, Weight 25

OLARAN HEAVY PLATE

Based upon dwarven design, Olaran heavy plate is the ultimate armor of Olaran heavy infantry units. These works of art are often customized to fit the specific needs of the individual warrior.

Olaran Heavy Plate: Armor +6, -4 Coverage

Cost 2500, Availability -4, Cost -4, Weight 65

NEW OLARAN ENEMIES

MERCENARIES

OLARAN EXPATRIATE

Even among the Olarans, there are those who will fight for anyone willing to pay. Whether these less than honorable warriors fight for greed or for simple bloodlust, it is rare to find a mercenary company that does not employ at least a few of these Olarans, even among the ranks of the Maelstrom.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d6, Knowledge (Battle) d6, Notice d8, Repair d4, Shooting d6, Streetwise d6+1, Survival d6+1

Pace: 6 **Parry:** 8 (1) **Toughness:** 11 (3)

Edges: Battle Hardened, Brawny, Frenzy, Mercenary, South-Born (Strength)

Gear: Long Sword (Str+d8), Full Chain (+3, Coverage -4), Medium Shield (+1 Parry, +2 Armor versus ranged shots that hit), Backpack, Bedroll,

OLARAN TRAITOR

These former countrymen, turned traitor and criminal, have an axe to grind with Olara. They can often be found leading mercenary companies in the employ of the Dominion or the Empire. In the eyes of the Olarans, there can be no greater villains than these mercenaries, men who betray their own.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d6, Knowledge (Battle) d8, Notice d8, Repair d4, Shooting d8, Streetwise d6+1, Survival d6+1

Pace: 6 **Parry:** 10 (3) **Toughness:** 13 (5)

Edges: Battle Hardened, Brawny, Command, First Strike, Frenzy, Mercenary, Shield Expertise, South-Born (Strength), Sweep

Gear: Enchanted Long Sword (Str+d8+1, +1 Fighting, Albrecht Steel), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action to reload), Full Plate (+5, Coverage -4, Albrecht Steel), Large Shield (+2 Parry, +2 Armor versus ranged shots that hit), Backpack, Bedroll

CORRUPTED

DWERG REDCAP

Dwergs are grotesquely ugly dwarves who have wholly given themselves over to Darkness. These savages are brash and obnoxious and delight in debauchery and cannibalism. They are called "Redcaps" because they dye their caps red with the blood of their victims.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Tracking d4

Cha: -4 **Pace:** 5 **Parry:** 7 **Toughness:** 13 (4)

Edges: Berserk, Brawny, Frenzy, Heart of Darkness (Stone): Improved Arcane Resistance, Sunder

Gear: Black Iron Dwarven Axe (Str+d8, AP 1) or Maul (Str+d10, AP 2 vs. Plate or Rigid Armor, -1 Parry, 2 hands), Crossbow (Range 15/30/60, 2d6, AP 2, 1 action to reload), Black Iron Plate & Chain (+4, Coverage -4)

Special Abilities:

- **Anathema to Life:** Corrupted cannot benefit from any magical healing except that coming from Necromancy. Normal healing that relies on the use of plants, herbs, and similar techniques won't work for them either.
- **Cannot Swim**
- **Dark Protection:** Corrupted are immune to all diseases and poisons.
- **Dark Resilience:** Corrupted gain +1 Toughness.
- **Dark Sustenance:** Corrupted gain Slow Regeneration.
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken.

- **Intestinal Fortitude:** Vigor in place of Spirit for Fear and Intimidation checks.

- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.

- **Slow:** Pace is 5".

- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood.

DWERG SKULLDRINKERS

Most Dwergs are blood-mad savages, hardly better than ghouls. A few have managed to channel their bloodlust, transforming themselves into truly terrifying fiends.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d12, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Survival d6, Tracking d4

Cha: -4 **Pace:** 5 **Parry:** 8 **Toughness:** 13 (4)

Edges: Battle Hardened, Berserk, Brawny, Heart of Darkness (Stone): Improved Arcane Resistance, Improved Frenzy, Improved Sunder

Gear: Black Iron Dwarven Axe (Str+d8, AP 1) or Maul (Str+d10, AP 2 vs. Plate or Rigid Armor, -1 Parry, 2 hands), Dwarven Crossbow (Range 20/40/80, 2d6, AP 2, 3 shots before reload), Black Iron Plate & Chain (+4, Coverage -4)

Special Abilities:

- **Anathema to Life:** Corrupted cannot benefit from any magical healing except that coming from Necromancy. Normal healing that relies on the use of plants, herbs, and similar techniques won't work for them either.
- **Cannot Swim**
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- **Dark Resilience:** Corrupted gain +1 Toughness.
- **Dark Sustenance:** Corrupted gain Slow Regeneration.
- **Dark Vitality:** Corrupted gain a +1 to recover from being Shaken.
- **Intestinal Fortitude:** Vigor in place of Spirit for Fear and Intimidation checks.

- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting.
- **Slow:** Pace is 5”.
- **Weakness:** Corrupted suffer +2 damage from White Silver and Everwood.

UNDEAD

WIGHT

Trapped and corrupted souls of ancient commanders and kings, Wights haunt tombs, mausoleums, and crypts, eternally defending what they coveted in life. They are bound to one area, venturing forth only to defend their domain.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Stealth d10

Pace: 6 **Parry:** 6 **Toughness:** 11 (2)

Edges: Quick

Gear: Rusted Longsword (Str+d8), Rusted Chain (+2, -2 Coverage)

Special Abilities:

- **Bony Claws:** Str+d4; Wights are never considered unarmed
- **Fear -1**
- **Fearless:** Immune to Fear and Intimidation
- **Leathery skin:** +1 Armor
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, receives no additional damage from called shots
- **Weakness:** +4 damage from White Silver and Everwood
- **Wight Poison:** Lethal Poison [-2]

TOMB LORD

While Wights tend to be intelligent, yet single-minded, Tomb Lords retain some the cunning and discipline that served them well in life. However, corruption has twisted these creatures into vile mockeries of their former greatness, now driven by jealousy and greed to eliminate all life.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d10

Pace: 6 **Parry:** 10 (3) **Toughness:** 14 (4)

Edges: Brawler, Frenzy, Quick, Shield Expertise

Gear: Black Iron Long Sword (Str+d8), Black Iron Plate & Chain (+4, -2 Coverage), Large Shield (+2 Parry, +2 Armor vs ranged shots that hit)

Special Abilities:

- **Bony Claws:** Str+d4; Tomb Lords are never considered unarmed
- **Fear -1**
- **Fearless:** Immune to Fear and Intimidation
- **Hardy:** A second Shaken result does not cause a wound
- **Leathery skin:** +1 Armor
- **Low Light Vision:** Ignore attack penalties for Dim and Dark lighting
- **Undead:** +2 Toughness, +2 to recover from being Shaken, immune to poison and disease, receives no additional damage from called shots
- **Weakness:** +4 damage from White Silver and Everwood
- **Wight Poison:** Lethal Poison [-2]



